PlayStation

NTSC U/C

PlayStation

TEEN

CONTENT RATED BY ESRB

SLUS-00868
1000810 .221.US

VIGILANTE 8 2ND OFFENSE

Luxoflux

ACTIVISION

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial product or peripherals may damage your PlayStation game console and invalidate your console waranty.

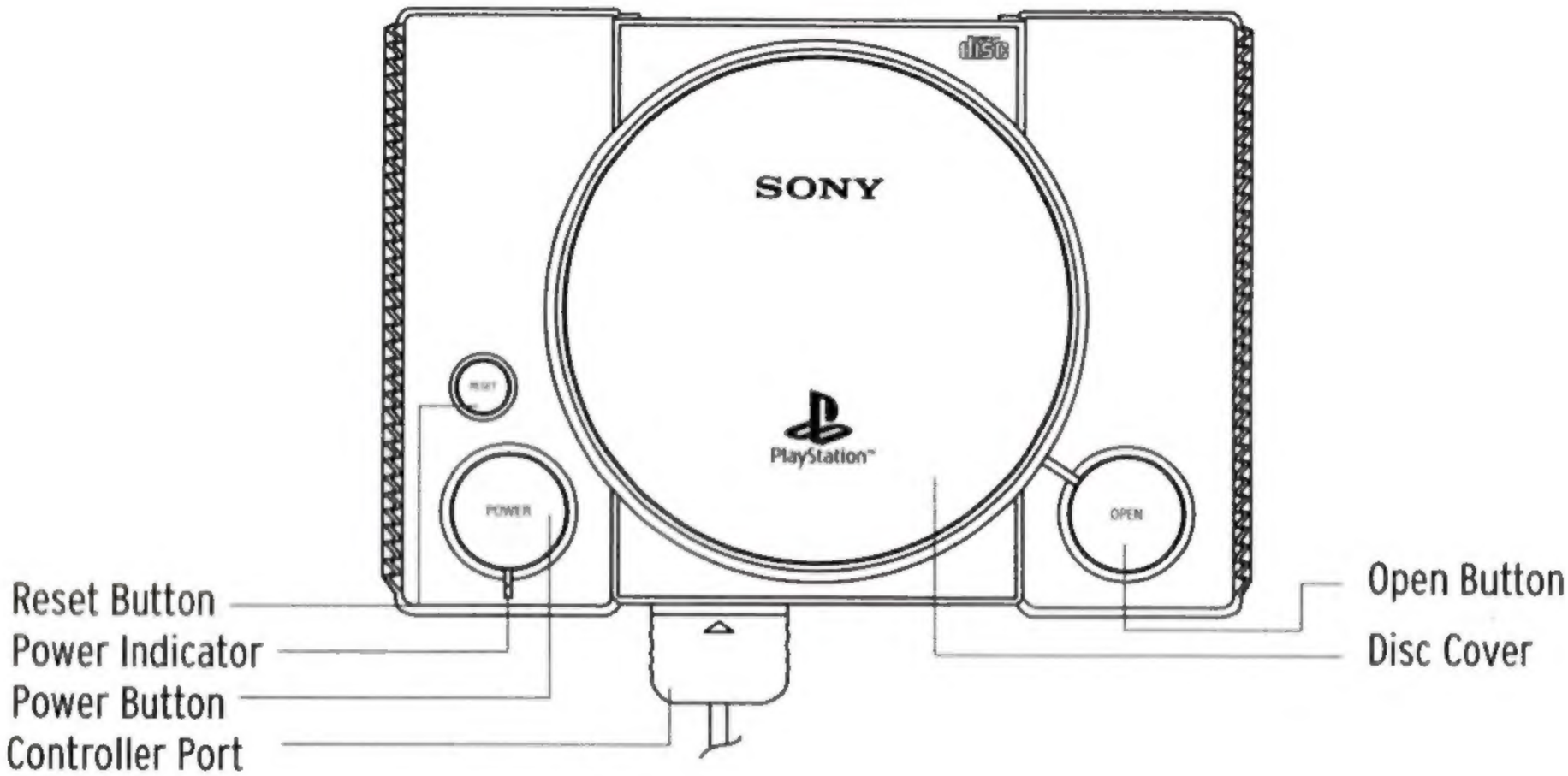
HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Table of Contents

Starting Up 2
Controls 2
Main Menu 4
Options Screen 6
HUD 8
Upgrading/Customizing Vehicles 8
Propulsion Mechanisms 9
Standard Weapons 10
Power-Ups 13
Rules of Engagement 13
Characters, Vehicles & Special Weapons 14
Customer Support 19
Credits 20
Software License Agreement 22

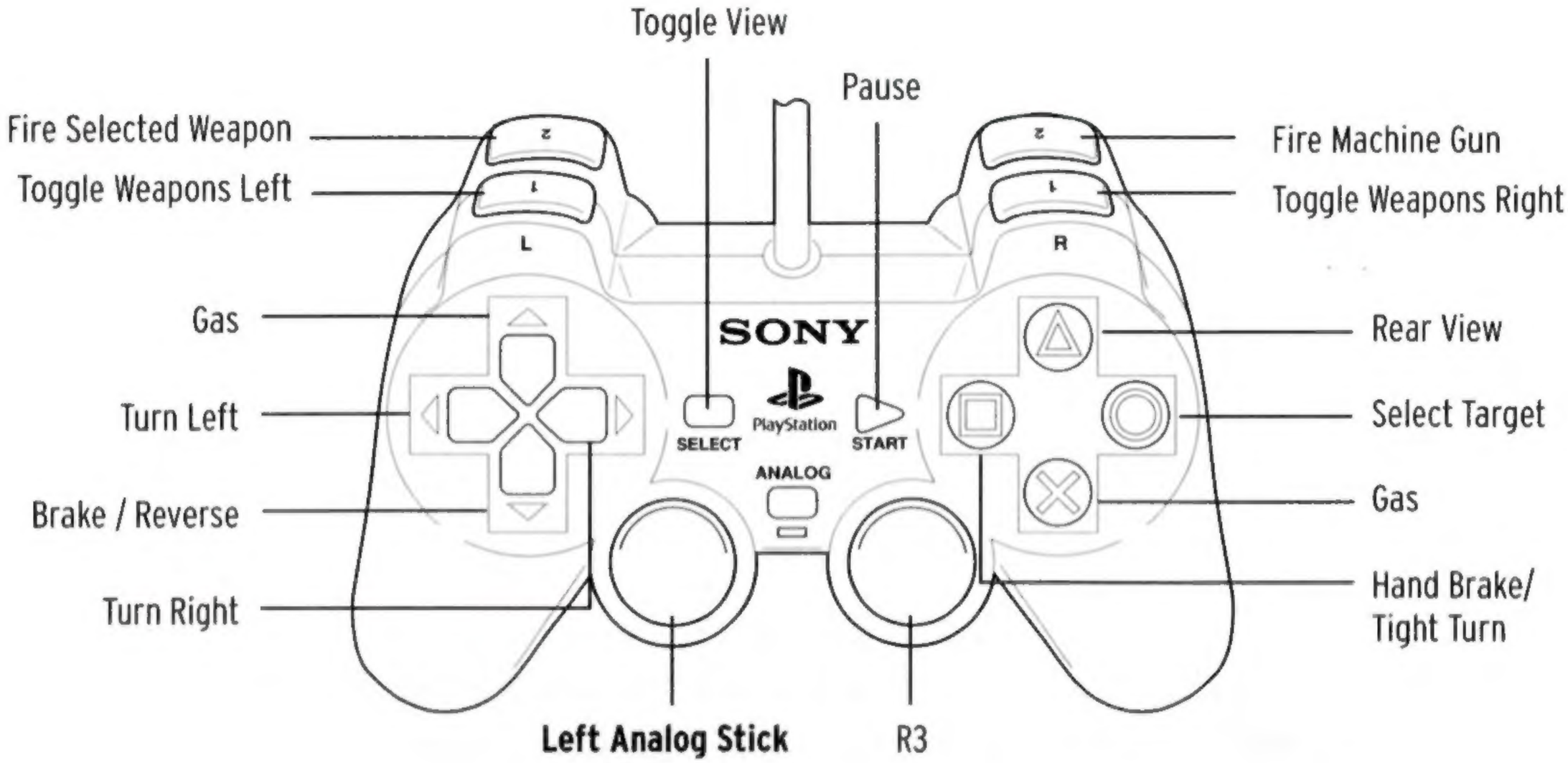
Starting Up



- Set up your PlayStation® game console according to the instruction manual.
- Make sure the power is off before inserting or removing a compact disc.
- Insert the Vigilante 8: Second Offense disc and close the disc cover.
- Insert game controllers and turn on the PlayStation game console.
- Follow the on-screen instructions to start a game.

Controls

The default controller configuration is shown here. All references to button selection in this manual will refer to the default controller configuration. You can change the controller configuration in the Options screen accessed from the Main Menu screen (see page 4).



Up = Gas
Down = Brake/Reverse
Left = Turn Left
Right = Turn Right

Game Reset

To abort a game in progress, press the **START** button to pause the game. Choose Quit from the menu to return to the Vigilante 8: Second Offense title screen.

Soft Reset

You can reset to the Vigilante 8: Second Offense title screen at any time during gameplay by holding down **SELECT**, then pressing and holding **START** for two seconds.

Main Menu

One Player

Choosing One Player allows you to choose between one-player Arcade Mode, Quest Mode or Survival Mode.

Quest Mode

Quest mode consists of a series of eight levels for each character. To win each level, you must complete the mission objectives and destroy all enemy vehicles. Enemy vehicles are automatically chosen and the number of enemy vehicles as well as each enemy's skill increases with each level successfully passed.

You must fulfill both primary and secondary objectives before destroying all enemies. You can review your objectives at any time during gameplay by pressing the **Start** button to pause the game, and selecting Objectives.

Successfully completing all objectives will lead to "unlocking" additional characters/vehicles! If you fail to fulfill any of the mission objectives in Quest Mode, you can replay that level and try again.

Your primary objective usually requires you to find and collect some items (e.g. a few briefcases or gas cans). Occasionally, you will be required to deliver these items to a specific location. Collected items get stored in one of your weapon slots. If your mission objective requires that you deliver an item somewhere on the map, drive to that location, select the item to deliver by using the **Toggle Weapon** buttons and then eject it by pressing the **Fire Selected Weapon** button. You can only unload your collected items at the required locations.

Briefcase

Bomb

Gas Can

Tool Box

Arcade Mode

In Arcade mode, you must select an arena, a vehicle and opponents. (You may select up to 12 enemy vehicles per arena.) Use the Directional Buttons to select the opposing vehicles and the number of times each can regenerate.

Survival Mode

In Survival mode, you must select an arena, a vehicle and opponents. The object is to see how many enemies you can destroy before you are eliminated. You will face unlimited waves of enemies with a maximum of four enemies facing you at any given time. The number of cars you destroy will be displayed as icons on the bottom right of the screen. You will also get a repair wrench power-up each time you total an enemy car.

Two Player

Choosing Two Player allows you to choose between two-player Versus, Cooperative or Quest Mode.

Versus Mode

In the two-player Versus mode, you can battle it out with another opponent. There are no enemy vehicles in Versus mode. The match ends when one player successfully destroys the other. You can then choose replay to begin another battle.

Cooperative

The two-player cooperative mode allows two players to team up against a group of enemies. The enemy vehicles engage both players. The game ends when either of the players dies or after you destroy all of the enemies, so be sure to help your buddy!

Quest Mode

The Two Player Quest Mode allows two people to participate in a character's Quest. Player 1 assumes the role of the primary character, while Player 2 assumes the role of a buddy from the same team. Both players must remain alive in order to complete the Quest. All other aspects are identical to One Player Quest.

Options Screen

Game Status – Shows the status of all unlocked/available characters for players 1 and 2. To read the full character bios, select a character and press ●.

Memory Card – Allows the player to load, save and delete games. Any vehicle upgrades acquired during gameplay are saved when a game is saved.

NOTE: MEMORY CARD SLOT 1 saves only Player 1's game data and **MEMORY CARD SLOT 2 saves only Player 2's** game data. This allows players to use their customized vehicles in two player modes regardless of whether or not their vehicles are on the same memory card.

Difficulty – This section allows players to adjust difficulty and weapons damage. First select the player(s) difficulty you want to adjust, then select difficulty levels (87 easy, 89 med, 92 hard).

Here you can also adjust weapon damage settings for each player, which will affect the amount of damage objects and vehicles can sustain before being destroyed. A low damage setting will typically result in lengthy battles, and vice versa. Select the player(s) you want to adjust damage for and then select a weapons damage setting (1 bullet – low damage, 2 bullets – medium damage, 3 bullets – high damage.)

Each player is able to set his difficulty and damage settings separately, thus allowing them to set a handicap for any given player. In Two-Player Cooperative Mode, the enemies use the same difficulty and damage settings as Player 1.

Controllers – Allows the player to configure the controllers. First, select the player's controller to adjust and then use the Directional Buttons to adjust the settings.

Analog Stick Calibration

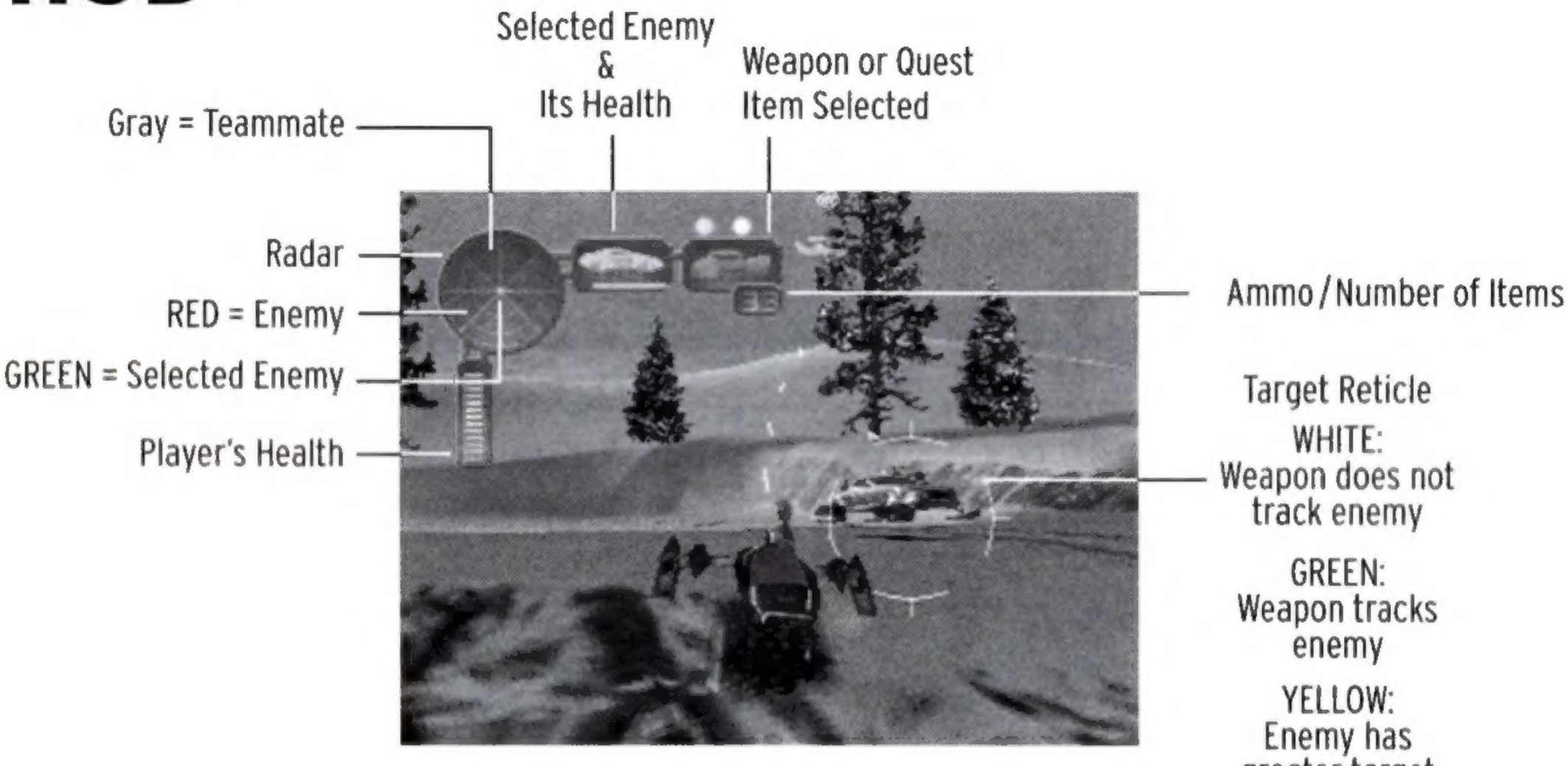
- Analog Mode switch must be set to Analog for the analog sticks to appear on the screen.
- Press ● to bring up the calibration bar. Move the stick to the left and right or up and down as far as possible.
- Press ✖ when the control is in its release position to accept calibration.

Audio – Allows player to adjust music and disc settings.

Backstory – Read the story behind Vigilante 8: Second Offense.

Credits – The people behind the scenes.

HUD



Upgrading/Customizing Vehicles

Upgrading your Vehicle

Within the game, each vehicle has preset values for acceleration, top speed, armor and target avoidance. These are shown in the Select Player screen. However, each vehicle and its default values can be upgraded. Each time the player destroys an enemy, a "salvage points" power-up appears on the map. Salvage point power-ups are worth 2 - 10 salvage points each (depending on the Difficulty/Damage settings) and enhance the

characteristics of the player's vehicle. For example, if the player picks up 10 acceleration salvage points, their car will accelerate more quickly next time around. When the player obtains 50 points of a specific type, their vehicle is upgraded, and a new attachment is added to the chassis. The attachments include wider tires, spoiler wings, antennas, ram bars, etc. When the player obtains a full 100 points in every category, they are rewarded with a completely new chassis for their car.

Acceleration

Speed

Armor

Target Avoidance

Customizing Vehicle Color

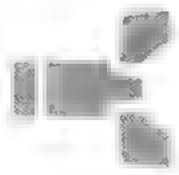
The player can customize the color of his vehicle by pressing the ● button at the Select Player screen. Use the Directional Buttons to change the color and the saturation of the car.

Propulsion Mechanisms

Throughout the game, the player will be able to transform his vehicle using different propulsion mechanisms. These propulsion mechanisms change the way each vehicle handles, allowing them to perform different maneuvers and travel to different areas of each level. The different propulsion mechanisms can be obtained by picking up the appropriate power-up icons. Once collected, the mechanism will remain attached and functional until a moderate amount of damage is sustained, in which case it will revert to standard wheels until a different mechanism power-up is collected. Any mechanism can be ejected manually by simultaneously pressing the Toggle Weapon Buttons. The following is a list of the propulsion mechanisms available in the game.

Hoverpods

Hoverpods enable each vehicle to hover a few feet off of the ground. This gives each car the ability to travel over virtually any terrain, and the ability to jump much farther than usual. Be careful when using these, however, as the resulting loss in traction can cause the vehicle to slide around more than it usually does on wheels.



Hydrofloaters

Hydrofloaters help a great deal when traveling over water. They transform the player's vehicle into a sea-faring vessel, changing the front tires into flotation devices and the rear ones into propellers. When the player drives back onto land, the hydrofloaters automatically revert to standard tires.

Skis N' Treads

These provide a tremendous advantage on snow levels, as they help maintain traction on slippery surfaces. Using Skis N' Treads turns each vehicle's front wheels into skis, and rear wheels into oversized, treaded tires.

Standard Weapons

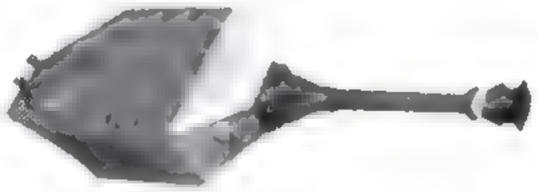
MOSQUITO MACHINE GUN

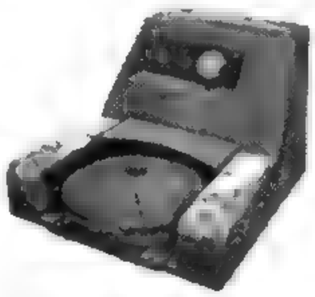
The Mosquito is equally popular with the Coyotes, Vigilantes and Drifters for its cheap price and unlimited ammo! Standard equipment on all cars.

INTERCEPTOR MISSILES	Combo Moves	Cost
Guided Missiles	UP-UP-DOWN-FIRE MACHINE GUN	2
	UP-UP-UP-FIRE MACHINE GUN	2
	UP-UP-RIGHT-FIRE MACHINE GUN	2 - 4

BULL'S EYE ROCKETS	Combo Moves	Cost
Dumb Fire Rockets	UP-DOWN-DOWN-FIRE MACHINE GUN	2
	UP-DOWN-UP-FIRE MACHINE GUN	2 - 5
	UP-DOWN-RIGHT-FIRE MACHINE GUN	3

SKY HAMMER MORTAR	Combo Moves	Cost
Experimental Auto-Tracking Mortar	DOWN-DOWN-DOWN-FIRE MACHINE GUN	2
	DOWN-DOWN-UP-FIRE MACHINE GUN	2 - 5
	DOWN-DOWN-RIGHT-FIRE MACHINE GUN	2

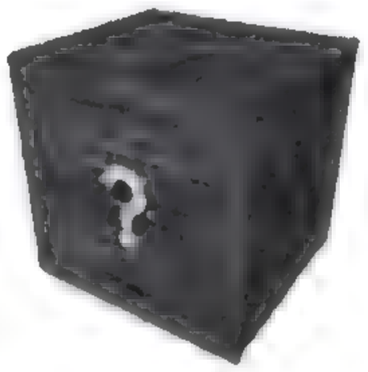
BRUSIER CANNON	Combo Moves	Cost
 Auto-Targeting Cannon	DOWN-UP-DOWN-FIRE MACHINE GUN	2
	DOWN-UP-UP-FIRE MACHINE GUN	2 - 6
	DOWN-UP-RIGHT-FIRE MACHINE GUN	2

ROADKILL MINES	Combo Moves	Cost
Get Rid of Tailgaters. 	LEFT-RIGHT-DOWN-FIRE MACHINE GUN	2
	LEFT-RIGHT-UP-FIRE MACHINE GUN	2 - 6
	LEFT-RIGHT-RIGHT-FIRE MACHINE GUN	2

BRIMSTONE BURNER	Combo Moves	Cost
Flame Thrower	RIGHT-LEFT-UP-FIRE MACHINE GUN	10
	RIGHT-LEFT-DOWN-FIRE MACHINE GUN	2 - 16
	RIGHT-LEFT-RIGHT-FIRE MACHINE GUN	5

In addition to the standard weapons, you will come across two different crates.

Green Crate
Contains a
Special Weapon



Brown Crate
Surprise: May contain
any standard weapon
or a Special Weapon

Power-Ups

Shield (Green) – Special force-field protects the vehicle from being damaged for a limited time.

Radar Jammer (Yellow) – Confuses enemy radar and homing devices for a limited time.

Weapon Upgrade (Blue) – Doubles the damage factor of any standard weapon fired for a limited time.

Repair Wrench – Partial damage repair.

RULES OF ENGAGEMENT

Weapons

- In addition to your machine gun, you can carry up to three other weapons at a time. If you pick up more, your currently selected weapon will be discarded, so plan ahead! Discarded standard weapons can be collected again but you better act quickly, before they disintegrate.
- Your weapons systems are prone to overheating, so their firing rates have been set for optimal performance at the factory. If you attempt to fire faster than allowed, you will hear a buzzer and the weapon won't fire. Likewise, if you keep firing your machine gun continuously, it will slow down to a crawl. So, learn the timing or give it a breather!

Targeting

- By default, your radar is set to auto-targeting mode; it will attempt to target the enemy directly ahead of you, regardless of its distance.
- You can override the selected target at any time by pressing the **Select Target** button which targets the enemy closest to you. Pressing the button repeatedly allows you to cycle through all enemies. Once the override is engaged, it will remain locked onto its new target. When a new weapon is selected, or the selected enemy is destroyed, the radar will revert to auto-targeting mode.

Characters, Vehicles and Special Weapons

VIGILANTES: Convoy (Locked)		Vehicle	Special Weapon
	Convoy, the newly married vigilante trucker, and his wife, Houston, were on the road when they spotted three unusual vehicles approaching from the opposite direction. Before Convoy could react, the vehicles opened fire...	Livingston Truck CLASSIFIED	Rolling Thunder CLASSIFIED

HOUSTON (Locked)		Vehicle	Special Weapon
	After freeing herself of OMAR's mind-control device, Houston slowly recovered. She married ex-Vigilante Convoy. However, her dark past continued to haunt her – she still suffers from amnesia and nightmares. She knew OMAR would be back.	Samson Tow Truck CLASSIFIED	Tow Hook CLASSIFIED

JOHN TORQUE

Horrified when he found his friends Convoy and Houston missing, J.T. unearthed a couple of old Mosquitoes from Convoy's backyard and set out on a search for his friends...

Vehicle

Thunderbolt

Special Weapon

Wheel O'Fortune

SHEILA

Convoy's niece put her academic studies on hold when she received an alarming call from John Torque. Apparently, the Coyotes had resurfaced, led by a mysterious new leader, and both her uncle and Houston were missing!

Vehicle

Wonderwagon

Special Weapon

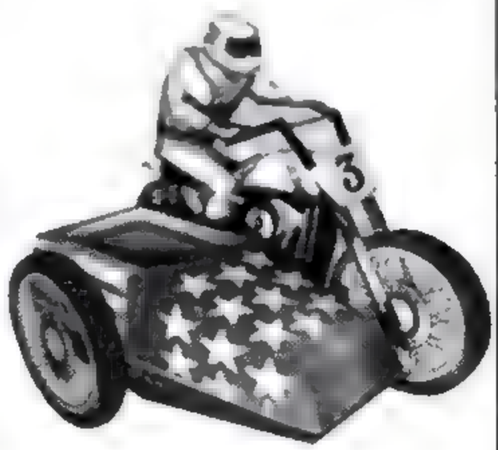
Tantrum Gun

ALL-STAR TRIO

Tomey, Romey and Leilah began touring at the age of 14 and their incredible stunt shows soon captivated audiences nationwide. In 1977, they set out for the Southwest in search of their missing sister.

Vehicle

Dakota Stunt Cycle

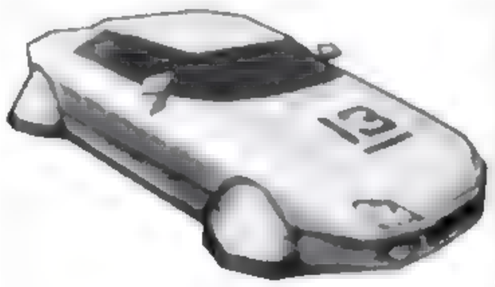


Special Weapon

Soaring Glory

COYOTES: LORD CLYDE (Locked)	Vehicle	Special Weapon
2017: Ex-Vigilante Slick Clyde turned OMAR leader. In his most desperate move yet, he acquired a time-travel device to send himself back to the days when OMAR still had a chance of putting America out of business–the '70s.	Excelsior Stretch Limo CLASSIFIED	Chain Lightning CLASSIFIED

OBAKE	Vehicle	Special Weapon
Lord Clyde's favorite pupil, Obake, was adopted by OMAR as a small child and trained as a special operative for the company. She was requested to accompany Clyde on his latest mission to the past.	Tsunami CLASSIFIED	Rift Blade CLASSIFIED

DALLAS 13	Vehicle	Special Weapon
2017: Dallas 13 was the latest and most advanced 'biobot' in OMAR's long line of cybernetic henchmen. Dallas was created specifically for Lord Clyde's Mission: Second Offense.	Palomino XIII 	Mega Collider

NINA LOCO

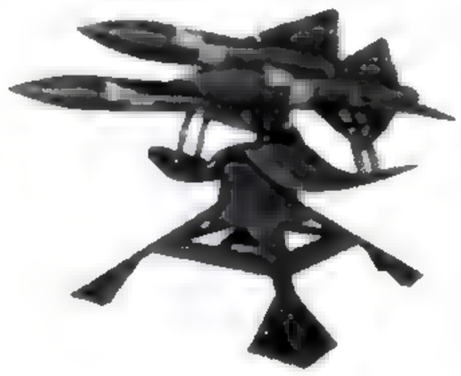
A master smuggler and dealmaker, Nina managed to stockpile most of the classified weaponry that was originally stolen from the military by the Coyotes. Wanted by the FBI and Mexican mob, she gladly signed up with Clyde.

Vehicle

El Guerrero

Special Weapon

Lemming Missile



MOLO

Disillusioned after the Coyotes' defeat, Molo began burglarizing gas stations and trailer parks. He was eventually caught and sent to "Juvie" hall. He rejoined the Coyotes after Clyde busted him out during a prison transport.

Vehicle

Blue Burro Bus

Special Weapon

Smog Check

After joining the FBI, the agency wanted Chassey to investigate reports of renewed Coyote activity in Arizona, and its possible connection to local time disparities and abnormal weather patterns.

Vertigo

CLASSIFIED

Star Power

CLASSIFIED

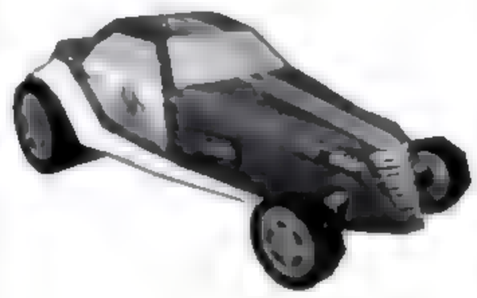
PADRE DESTINO (Locked)

This traveling preacher was busy spreading the word, however, not by singing gospel. Instead, he was promoting the idea of an impending Armageddon. To this effect, he liked to follow each of his sermons with a good dose of destruction...

Vehicle	Special Weapon
Goliath Halftrack	Hades Gate
CLASSIFIED	CLASSIFIED

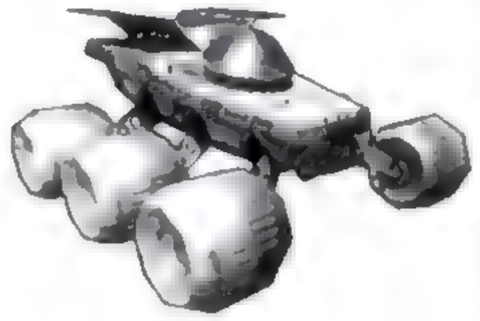
AGENT R. CHASE

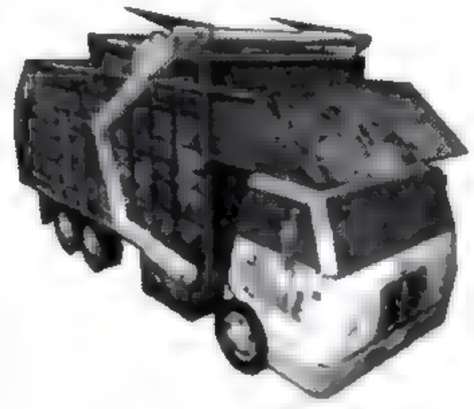
2017: Agent Chase–one of the CIA's best detectives–had been following OMAR and its enigmatic leader, Lord Clyde, for years. Following the discovery of Clyde's time warp, Agent Chase volunteered to travel to the '70s, to apprehend Clyde and bring him back.

Vehicle	Special Weapon
Chrono Stinger	Hard Time
	

ASTRONAUT BOB O.

No one ever heard the astronaut speak, or saw his face, which was always hidden behind a helmet. He was simply known as Bob O. When new auto skirmishes began in the fall of 1977, Bob's rover was often reported seen amidst the action.

Vehicle	Special Weapon
Moon Trekker	Collector
	

GARBAGE MAN	Vehicle	Special Weapon
He was first spotted in 1976 near Nevada, rummaging through a landfill. He's been seen as far as Florida and Oregon but didn't appear to be associated with any trash company. No one knew what he did with the stolen refuse...	Grubb Dual Loader 	Compactor

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